

network supporting a respective network protocol, said messaging system comprising:

a plurality of client applications, each client application executed by a respective client device;

a plurality of server applications executed by a back-end server;

a server class configured to encapsulate a network communications protocol; and

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a plurality of protocol gateways, each protocol gateway supporting a respective wireless network and each protocol gateway utilizing said server class to encapsulate a respective transport header of a message from one client application of said plurality of client applications to said back-end server so that said back-end server is unaware of said respective wireless network protocol.

12. (New) The messaging system of claim 11, wherein said server class is further configured to segment said respective message in response to said respective message exceeds a predefined segment size.

13. (New) The messaging system of claim 11, wherein said server class is further configured to discard a received message segment in response to a determination that said received message segment is a duplicate.

14. (New) The messaging system of claim 11, wherein said server class is further configured server class is further configured to discard a received message in response to a determination that said received message is a duplicate.

15. (New) The messaging system of claim 11, wherein said server class is further configured to maintain a pending acknowledgement map, said pending acknowledgement map configured to maintain information pertaining to a plurality

of message segments that have been successfully transmitted and pending acknowledgement.

16. (New) The messaging system of claim 11, wherein said server class is further configured to slow transmission of messages in response to a number of segments exceeding a specified number.

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17. (New) The messaging system of claim 11, further comprising:
at least one message router, wherein said one client application is further configured to establish a session with one server application of said plurality of server applications and said at least one message router is configured to route messages between said one server application and said one client application.

18. (New) The messaging system of claim 17, wherein said at least one message router is further configured to enumerate a list of said plurality of protocol gateways and said back-end server.

19. (New) The messaging system of claim 18, wherein said at least one message router is further configured to establish and maintain a TCP/IP connection with each protocol gateway of said plurality of protocol gateways.

20. (New) The messaging system of claim 17, wherein said at least one message router is further configured to authenticate a message from said one client in response to a device address of said message is an authorized source address, a requested service type is not in use by a customer's account with a different source address, and a customer has permission rights to said requested service type are all true.

21. (New) The messaging system of claim 17, wherein said at least one message router is further configured to route said respective message utilizing one of indirect routing and direct routing.

22. (New) The messaging system of claim 11, further comprising:
a server subclass, wherein said server subclass is a subclass of said server class and configures said back-end server to transmit an ACK control message to one protocol gateway transmitting said respective message.

23. (New) The messaging system of claim 22, wherein said server subclass configures said back-end server to compress outgoing messages and to decompress incoming messages.

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24. (New) The messaging system of claim 22, wherein said server subclass configures said back-end server to encrypt outgoing messages and to decrypt incoming messages.

25. (New) The messaging system of claim 11, further comprising:
a database, wherein said database is configured to maintain a common pool of information between said plurality of protocol gateways, said at least one message, and said back-end server.

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26. (New) A method of communicating messages in a client-server environment over a plurality of wireless networks, each multiple network supporting a respective network protocol, said messaging system comprising:
executing a plurality of client applications;
executing a plurality of server applications;
transmitting a message from one client application of a plurality of client applications over a wireless network protocol to one server application of said plurality of server applications;

executing a server class by a protocol gateway, said server class
configured to encapsulate network protocol communications;
encapsulating a transport header of said message by said protocol
gateway; and
~~transmitting said encapsulated message to a back-end server.~~

27. (New) The method of communicating messages according to claim
26, further comprising:

segmenting said message in response to said message exceeding a
predefined segment size.

28. (New) The method of communicating messages according to claim
26, further comprising:

slowing of transmission of messages in response to a number of
segments exceeding a specified number.

29. (New) The method of communicating messages according to claim
26, further comprising:

discarding said message in response to said message is a duplicate at
said protocol gateway.

30. (New) The method of communicating messages according to claim
26, further comprising:

utilizing one of indirect directing and direct routing to transmit said
message.